

🔥 Hoisting 🔥

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JavaScript



Is this because of Hoisting?

```
console.log(a); ✓  
var a = 'A';  
  
console.log(b); ✗  
let b = 'B';
```



```
c(); ✓  
function c() {  
  console.log('C');  
}  
  
d(); ✗  
var d = function() {  
  console.log('D');  
};
```



Hoisting



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- Hoisting is JavaScript's default behavior of moving declarations to the top.
- JavaScript Declarations are Hoisted



```
a = 5;  
var a;
```



```
c();  
function c() {  
  console.log('C');  
}
```



```
b = 10;  
let b;
```



```
e = 10;  
const e;
```



```
d();  
var d = function() {  
  console.log('D');  
};
```



Declaration , Assign & Initialization



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✓ Declaration: (Hoisted)

- Declaration means simply giving a name to the and it's data type (by default Global without data type).
- We can't see their value until we invoke/call it.

➤ `var a;`

➤ `function a(){ }`

✓ Assigning:

Assigning means simply storing the value in a variable.

➤ `a=5;`

✓ Initialization: (Not Hoisted)

It means both declaring and assigning a initial value.

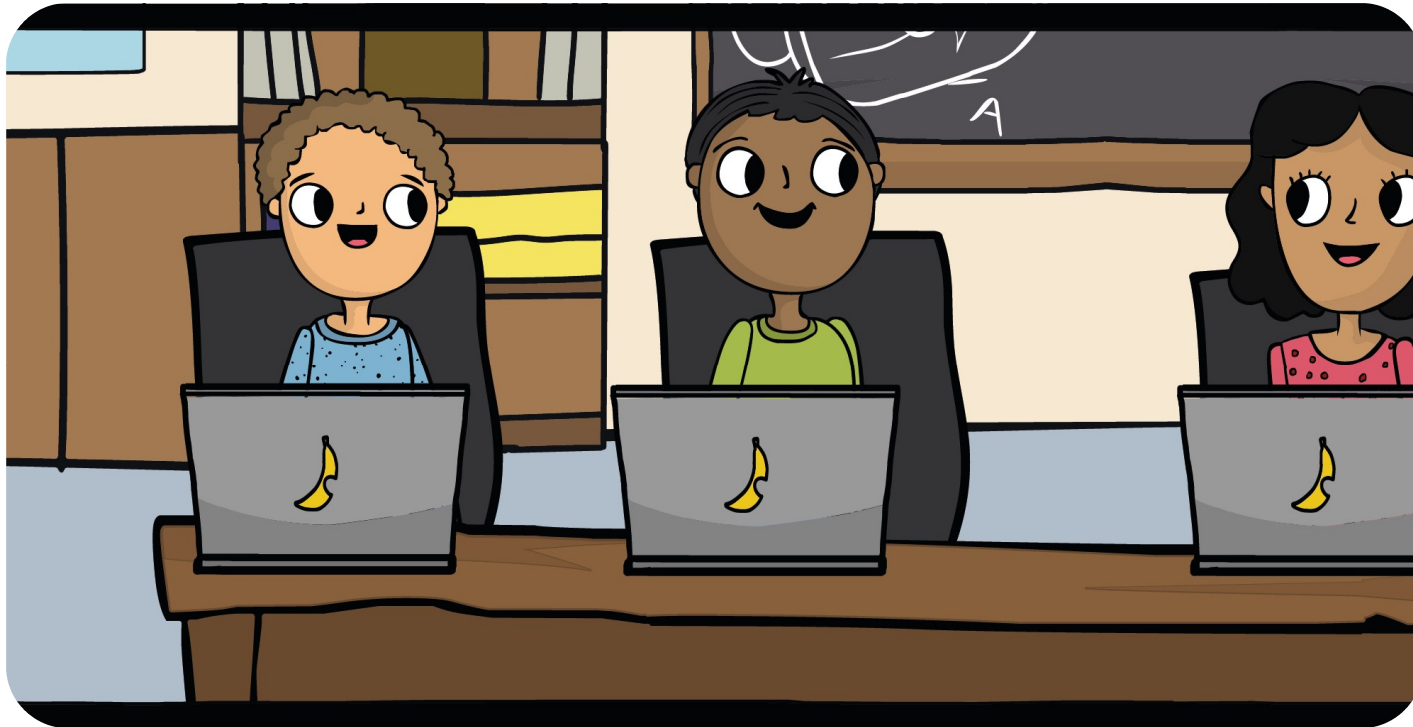
➤ `var a=5;`



Hoisting Practical



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Is it clear?

```
console.log(a); ✓  
var a = 'A';  
  
console.log(b); ✗  
let b = 'B';
```



```
c(); ✓  
function c() {  
  console.log('C');  
}  
  
d(); ✗  
var d = function() {  
  console.log('D');  
};
```



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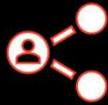
Summary



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- ✓ Hoisting is JavaScript's default behavior of moving declarations to the top.
- ✓ JavaScript Declarations are Hoisted
- ✓ Variables which are declared with var will be stored in Global window as undefined in memory allocation phase.
- ✓ Variables which are declared with let and const will be stored in Scripts as undefined in memory allocation phase.

Thank you for watching



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